

# Weekly report (2012.9.3~9.9)

## Done

- 1) Fix the bug caused by int32 overflow when the scene becomes very large, such as the boeing, which contains 328,891,506 triangles. The result is shown in Figure 1, left is with the bug and right is not. And it costs nearly 20 minutes to render boeing with a resolution of 20480\*15360.

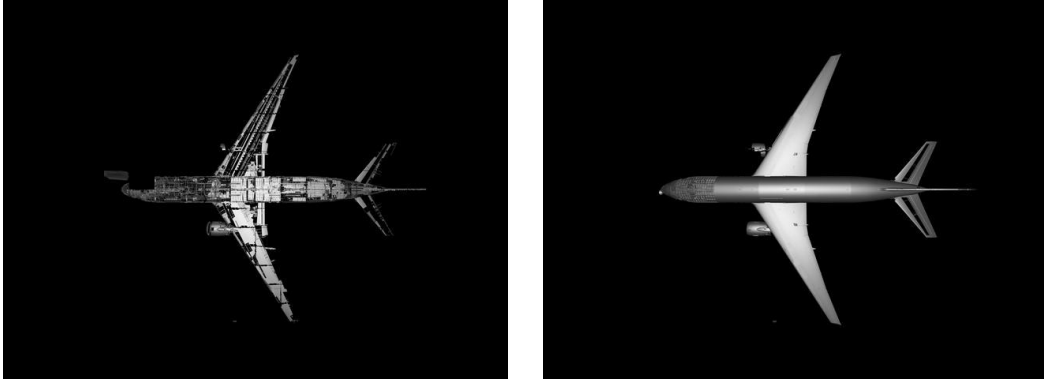


Figure 1 render result of boeing

- 2) Did some experiments with MPI and now I can distribute jobs and get results back use MPI, though it's without distribute policy and any inputs, it proves that MPI can meet our needs.
- 3) Writing the survey about MapReduce, it'll soon be completed.

## To Do

- 1) Discuss the detailed implementation of the Meteorology Project.
- 2) Finish the survey and prepare for the report at Wednesday.